

MARY SHELLEY'S FRANKENSTEIN™

INSTRUCTION BOOKLET

SONY



IMAGESOFT™

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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SONY



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SET UP

1. Make sure your Super NES is set up correctly.
2. Be sure that Controller 1 is properly plugged in.
3. Make sure the power switch is turned OFF. Place the Frankenstein Game Pak into the slot and press it down firmly.
4. Turn the power switch ON. You should see the Nintendo® Title screen, then the Frankenstein Title screen.





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THE STORY

A TERRIFYING CREATURE WALKS AMONGST US . . .

As the awesome creature of Dr. Frankenstein's creation, you have become a feared form of life among the human race. You're strong and wield incredible power—enough to launch bolts of electricity at your enemies! You have the very secret of life's energy coursing through your veins.



The action begins in the cholera infested streets of Ingolstadt, the small Bavarian town where Dr. Frankenstein has just completed his greatest experiment. Now you must leave the confines of this hostile village to explore life on the road as a hideous creation with not a friend in the world.





GETTING STARTED

There are three options: Start Game, Options, and Password Input. Press the Start Button on Start Game to begin the game.

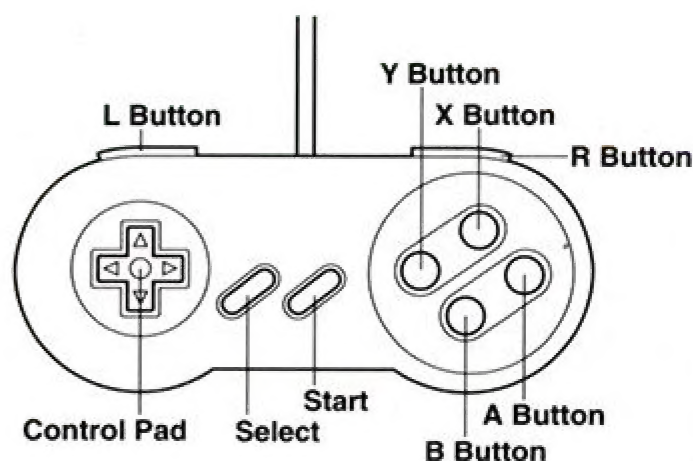
Options allows you to select the functions for the control pad. Find the combination that works best for you. Press the Start Button when the selection is on Exit to leave this screen.

Password input asks you to enter a password. If the entered password is correct, the game begins at a previously obtained level of play. There is a section in this manual for you to write down passwords you earn.





CONTROLLING THE CHARACTER



The general button commands are as follows:

Start Button

- Press to make selections and to pause the game.

Select Button

- Press to access the inventory screen.

Control Pad

- Press Left or Right to walk left or right.
- Press Up to pull chains and levers and go through doors.
- Press Down to open chests and receive items, and to crouch down.

Y Button - Attack button

- Press this button to swing a staff at your enemies. Ignite the staff with fire to do more damage.



CONTROLLING THE CHARACTER

X Button - Special button

- Press this button to launch balls of electricity at enemies. This can only be done if Frankenstein has over 50% of his life force. If he has less, then this will not work. Also, this attack takes energy away from his life meter. Use this attack wisely.

B Button - Jump button

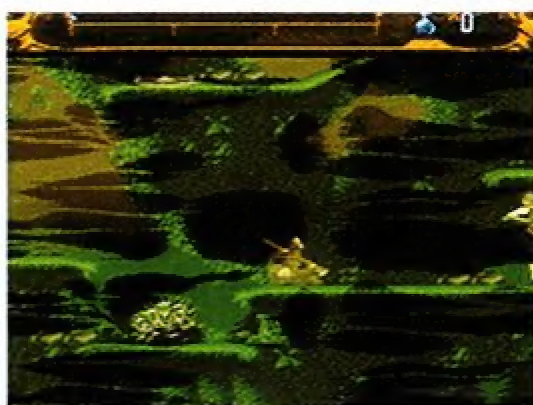
- Press this button to jump. You can swing your staff as you jump for extra offensive abilities.

Combination Moves:

Down + Y Button, when falling from great heights—Super Stamp move.

Down + B Button—Roll in the direction the creature is facing.

Discover new combination moves to defend the creature from attacks!





MOVE INTO ACTION

When the story begins you will see Frankenstein's creature standing on a ledge outside the laboratory.

Along the way Victor Frankenstein is hunting his creation, looking for a way

to stop its rampage. Various items and devices allow you, as the creature, the ability to bypass deadly traps and obstacles. There may be more than one way to make it to the end of a level. Examine the items in your inventory to seek a solution to the dilemmas posed in every level.



Each land (level) that you enter has its own set of dangers and traps. For the most part, you can endure these obstacles by fighting your way through the threats. However, if you want to utilize more brains than brawn, pay close attention to the clues given by the parchment pick-ups throughout the levels. By heeding the clues in the parchments, you will be able to make your way through most of the areas with less conflict. After taking enough damage to erase all energy in the power bar (at the top of the screen), the creature loses a life.

The objective is to make it through the world and come to terms with your manufactured existence and your crazed creator!



THE CONTROL PANEL



Once the creature is in the game itself, his status appears at the top of the screen in the following icons:

Energy Bar: How much energy the creature has left before he loses a life.

Potion Bottle: How many bottles of Victor Frankenstein's Life Potion the creature has collected thus far. Each bottle of fluid gives the creature a new life.



THE CHAPTERS

Each chapter begins with the creature in a tough situation. Universally despised, the creature must struggle to survive in all settings. Even Victor, his creator, seeks his destruction. The story has the following chapters:

Ingolstadt - Home of the university and secret experiments performed by Victor Frankenstein. Terrorized by his misshapen form, the inhabitants of his birthplace pursue the Creature from the Village.



The Crypt - Dark and forbidding, the mausoleum features overgrown spiders and rats waiting to feast on the creature's electrified flesh. Fire will prove to be the key to the Creature's escape.





THE CHAPTERS

Marshes and Woods - Dank swamps filled with people and creatures affected by the trace elements of Frankenstein's experimental fluid in their systems. Every turn provides a new encounter for the creature.

The Frankenstein House - Want to spoil a high society event? Crashing an 19th century party was never this fun - or dangerous.

The Arctic - Having received the cold shoulder from the partygoers, the creature heads north into the land of oblivion. Followed by an enraged Victor, the creature must survive in the inhospitable Arctic wasteland.

The Alexander Nevsky - The icebreaker that holds the final key to the creature's tortured existence. Can he make it to the Captain's quarters in time to confront his ailing maker?

Each chapter has its own cinematic sequence to let you know the new plot elements and set the mood for the adventure.





THE HERO

The Creature — Never given a chance to experience life as a normal man, the creature shambles along in an attempt to make his life have meaning. Shunned and hunted by humans and nature, the creature walks a lonely path. His patchwork visage frightens even the stoutest fighters, his enormous size strikes fear in the hearts of those who dare to come too close. Only the random, broken thoughts of the creature know what compels him to keep seeking a reason for his very invention.





THE ENEMIES AND HAZARDS

Peasant Men: Working men of Ingolstadt who don't take kindly to the likes of the creature.

Peasant Women: Less aggressive than the men, they still hurl objects at the creature in defiance.

Soldiers: Well armed and sturdier than the regular peasants.

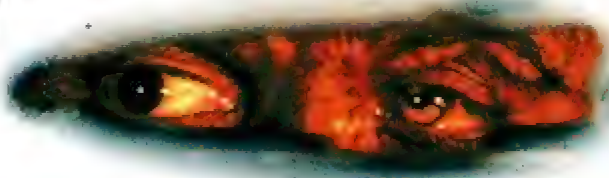
Dogs: Feral animals that prowl the streets.

Giant Spiders: Affected by the serum, these arachnids are very hungry.

Crypt Keepers: Guardians of the dead, these shovel toting men want to put the creature's parts back where they came from.

Bats: Aerial threats from dark places.

Wood Cutters: Ax wielding men looking to protect their part of the woods.



THE ENEMIES AND HAZARDS

- Man Traps: Steel leg traps that can slow even the creature down.
- Polar Bears One swipe of their massive paws does terrible damage.
- Sailors Some are armed with knives and barrels, some will try to take on the creature in hand to hand combat!
- Victor Frankenstein: The crazed scientist himself is looking to undo the damage he created by bringing life to his "creation."
- Objects: Various thrown weapons and falling items are launched at the creature (from off screen) that slow down and hurt him. Everything from planters to chandeliers, these items cause the creature some damage.



HINTS

- Find the highest peak in any level to get shocking results!
- You can fire ball-lightning in every direction. Discover the way by experimenting with the controls.
- You can use collected items to find a new exit to a level. Find out which combinations work best together by using the information found in the many books.
- You will have to learn to time your attacks in order to find the most efficient method of combat.
- Try to take a running start when in the process of leaping chasms and such. This allows you the best chance of making it to the other side.
- Remember, this is an action game — so keep moving! Stay in one place long enough and the enemies will hunt you down.
- If you return to a Parchment further clues will be revealed.



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PASSWORDS





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